

*Forget what you think you
know about giant robots.*





剛昇GO SHOGO
mobile armor division

SYSTEM REQUIREMENTS

- ▶ Pentium 166MHz or equivalent (Pentium II recommended)
- ▶ 32MB system RAM
- ▶ Approximately 100MB hard disk space for minimum install
- ▶ Approximately 400MB hard disk space for full install
- ▶ 4X CD-ROM drive
- ▶ 100% DirectSound™ compatible sound card
- ▶ 4MB D3D compatible-3D graphics card HIGHLY recommended
- ▶ Keyboard, mouse, gamepad or joystick
- ▶ Windows® 95/98
- ▶ DirectX® 6 (included with Shogo)

INSTALLING SHOGO

1. Place the CD in your CD-ROM drive. If autoplay is enabled, follow the onscreen prompts. If autoplay is disabled, follow these instructions:
2. Place the Shogo CD in your CD-ROM drive.
3. Click on the My Computer icon on your desktop.
4. Click on the icon for your CD-ROM drive (typically drive D:).
5. Double-click the Setup.exe to start the installation program.
6. Follow the on-screen prompts to complete the installation.

RUNNING SHOGO

To run Shogo, you must first place the Shogo CD in your CD-ROM drive. If autoplay is enabled, the Shogo Launcher will appear. If autoplay is not enabled, then click on Start on your task bar, then choose Programs...Monolith Games...Shogo...and select the Shogo icon. The Shogo Launcher will then appear. You can then click the Launch button to begin the game.



ADDITIONAL INFORMATION

SHOGO REQUIRES DIRECTX 6™

DirectX 6 is automatically installed during the Shogo installation if you choose a FULL or MINIMUM install. If you already have DirectX 6 installed on your computer, you may want to choose the CUSTOM option, which will allow you to choose the Shogo components you wish to install during setup.

Although DirectX 6 includes many video and audio drivers, we strongly recommend that you install the most recent video and audio drivers for your hardware. For detailed information on up to date drivers and supported hardware, please refer to the Shogo online manual.

MULTIPLAYER

Use the Shogo Multiplayer Wizard to set up a multiplayer game. To access the Multiplayer Wizard, choose Multiplayer from the in-game menu, or, from the Shogo Launcher, click the Multiplayer button. Follow the on screen prompts to host or join a multiplayer game. For more information about multiplayer games, please refer to the Multiplayer section of the online manual.

NOTE: *You must be connected to your Internet service provider in order to play a multiplayer game over the Internet.*

DISPLAY OPTIONS

The Shogo Launcher includes a Display button, which allows you to set your display resolution prior to launching the game. Clicking Display will also allow you to set up your 3D hardware. We **HIGHLY** recommend that you click the display button and choose your video card **BEFORE** you run Shogo for the first time. For more information on display options, see the Display section of the online manual.

GAME OPTIONS

Game options can be accessed by selecting Options from the in-game menu. For more detailed information on these options, consult the Options section of the online manual.

ONLINE MANUAL

To access the online manual, click the Help button on the Shogo Launcher, or click on Start on your task bar, then choose Programs...Monolith Games...Shogo...and then select the Shogo Manual icon. This manual contains more information about the game, as well as details regarding hardware support, recommended settings for specific hardware, and contact information for hardware manufacturers.

TECHNICAL SUPPORT

Technical support contact information can be found in the Troubleshooting section of the online manual.

SHOGO BACKGROUND

You play Sanjuro Makabe, a Mobile Combat Armor (MCA) pilot and Commander in the UCA Security Force. Your mission is to locate and assassinate a rebel leader known only as Gabriel.

All of the action takes place either on the planet Cronus or on the spaceship Leviathan. The Leviathan is the flagship of the UCA and is commanded by Admiral Akkaraju. Cronus is the only known source of the biologically active material known as Kato, an incredibly powerful energy source essential to the process by which interstellar travel is possible.

ORGANIZATIONS

The United Corporate Authority

The UCA was originally formed by three dominant megacorporations (Andra Biomechanics, Armacham Technology Corporation, and Shogo Industries). Originally intended as a joint venture that would ensure the continued profitability of the three organizations that founded it, the UCA is now independent, and the dominant military power in existence.

Shogo Industries

A Japanese conglomerate, Shogo has interests ranging from technology to publishing to the manufacture of children's clothing. With the advent of MEVs and MCAs, Shogo decided to offer their own highly advanced line of giant mechanized suits.

Andra Biomechanics

Andra Biomechanics specializes in a variety of genetic engineering, cybernetic, and mechanical engineering interests, including the development of MCAs and armaments.

Armacham

Armacham Technology Corporation got its start with the manufacture of commercial satellites and ground-based communication systems. Eventually, they would expand to encompass civilian and military vehicle manufacture, musical equipment, security systems, and, predictably enough, MEV and MCA technologies.

The CMC

The Cronian Mining Consortium (CMC) is the governing body on Cronus. The CMC has long been eager for autonomy from the UCA and various corporate interests. The importance of Kato energy gives the CMC a powerful bargaining chip offset only by Cronus' military insignificance.

The Fallen

The Fallen, a fanatical terrorist group lead by a mysterious leader known only as Gabriel, threatens the balance of power on Cronus, and ultimately, control of Kato.

MAIN CHARACTERS



Sanjuro Makabe

You play the role of Sanjuro Makabe, a young commander in the UCA Security Force. Though you became highly respected as you moved your way up through the ranks, you were later held accountable for a tragic accident during a mission that left three of your squadmates—Toshiro, Kura, and your lifelong companion, Baku—missing in action and presumed dead. This tragedy not only damaged your career, but also left you bitter and defeated.



Admiral Akkaraju

Akkaraju commands the UCSF Leviathan, the flagship of the UCA. The death of his wife marked the defining moment of his life. In refusing to abandon his post during a terrorist attack on the base where she was stationed, he cemented his reputation as a man of profound honor and earned the rank of Admiral.



Kathryn Akkaraju

After her mother's death, Kathryn swore she would never use a weapon against another human being. So when everyone she cared about joined the UCSF as combat soldiers, she took a position as a communications

expert aboard her father's starship: the UCASF Flagship Leviathan. Kathryn is your main point of contact during your mission on Cronus, and currently, your main squeeze.

Kura Akkaraju

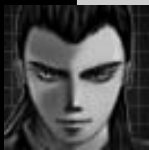
Throughout her military career, Kura earned tremendous praise for her unequalled marksmanship, tactical brilliance, and perseverance. She managed her grief over her mother's death with the same unfaltering determination that distinguished her as a soldier. Her abiding anger at her father stems from the knowledge that she would have done the same thing in his position. After military school, Kura fell in love with Sanjuro, drawn to his whimsical, carefree approach to life, just as he was drawn to her self-mastery and resolve.



Toshiro

Deeply affected by the loss of his parents, Toshiro, Sanjuro's brother, was a sullen, withdrawn child who was more comfortable in his own highly active imagination than in the company of others. He envied Sanjuro's popularity and rugged self-assurance, but never became dangerously jealous until Sanjuro and Kura fell in love.





Ryo Ishikawa

Heir to the powerful Shogo Industries business empire, Ryo is shrewd and resourceful. His calculated cunning is matched only by his ruthlessness.



Baku Ogata

Baku was a scrawny underachiever who was often the target of bullies until he befriended Sanjuro and Toshiro in the military orphanage where they all grew up. Baku, too, loved Kura since their childhood days in the orphanage, but he never shared his true feelings with her.



Hank Johnson

Hank's lifelong dreams of being a UCASF pilot ended when an uncorrected hereditary condition prevented him from passing the physical. Now he and his wife run a geothermal monitoring station for Andra Biomechanics in the abandoned city of Avernus. He's still looking for a chance to become a hero.

Gabriel

A mysterious figure who has managed to unite the Fallen and threaten the UCA's control of Cronus.





Perfectly suited for hostile environments and covert, one-man operations, MCA's are the staple of military conquest.



Armacham Ordog Advanced Series 7

The Ordog is a highly refined piece of engineering. With its sleek design and solid compromise between speed and toughness, it makes a formidable adversary to just about any opponent. While its vehicle mode has a faster maximum speed than the UCA Enforcer, it doesn't handle quite as well.



UCA Enforcer Mark VII

The Enforcer is a hardy, well-rounded MCA that balances responsive movement with strong armor. Ideal for pilots who want a machine that is reliable in any situation.



Shogo Akuma series 12

The Akuma is a light, fast, highly maneuverable MCA designed for situations in which subtlety and speed are more important than durability. An excellent choice for pilots who prefer to run from trouble rather than dive headlong into it.

Andra 25 Predator

Andra's ultimate MCA is perfectly suited to combat missions. Combining tough armor with an intimidating design, the Predator is an incomparable war machine. Unfortunately, strength comes at the cost of speed and versatility.



Because you'll face enemies and challenges that require you to pilot your MCA as well as proceed through some areas on-foot, you'll be equipped with a broad arsenal of weapons. Here are a few of the staples:

Kawamori A74 "Pistol"

The A74 handgun is known for reliability and simplicity. The Kawamori 10mm AP round is improved for increased feed reliability and provides adequate penetration against soft-armored targets.



Weight: 1.13kg
Length: 216mm
Used by: Human



Weight: 4.2kg
Length: 930mm -
stock extended
Used by: Human

Vollmer GA-14 CAW "Shotgun"

Fires an improved 12-gauge cartridge to provide high hit probability at relatively short ranges. It was originally developed for situations in which a small group must defend against a much larger assault force.

Aegis AT-S4 "Assault Rifle"

A simple, compact, lightweight assault weapon that includes a special snipe mode, as well as a multipurpose grenade launcher. Uses a 4.73 AP alloy-core cartridge that offers good penetration, high explosive dual-purpose (HEDP) implosion grenades, and timed "Kato" K12 flash grenades.



Weight: 4.52kg
Length: 785mm
Used by: Human



Weight: 2.92kg
Length: 548mm
Used by: Human

Skalla Arms M25 "Machine Gun"

Fires 9mm AP cartridges from an open bolt, allowing it to dissipate heat efficiently at the expense of accuracy. High saturation and rugged, lightweight design compensate for this shortcoming.



Celsior AS-10 "Pulse Rifle"

Balances high saturation with K10-rated pulse charges, making it effective for urban operations.

Weight: 272kg
Length: 4.5m
Used by: MCA

Vollmer VK-75 "Lasercannon"

Fires a focused particle beam with high penetration and accuracy. Developed primarily for anti-armor applications.



Weight: 312kg
Length: 2.7m
Used by: MCA

Ludenarms MOD-4 Bullgut™

Fires 181-kg multi-stage warheads in multiple-missile salvos for heavy saturation at all ranges.



Length: 4.2m
Used by: MCA



Weight: 760kg
Length: 5.1m
Used by: MCA

MT-101 "Juggernaut"

Advanced portable artillery system. Fires 105mm shells



First Aid Kits

Due to the hostile environment on Cronus, First Aid Kits are hard to come by, but they can be found in most areas. Use 'em to patch yourself up and keep going.

Body Armor

A pilot's best friend when venturing outside the MCA cockpit. Body armor will take some of the brunt from enemy fire.





Power Units

MCA's are commonplace on and beneath the Cronian surface, so extra power units should be available should you start to run low on energy.

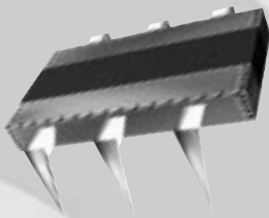
Armor Repair Units

Use these to repair your MCA's armor—they aren't easy to come by, but they can spell the difference between a powered-up MCA and pile of smoldering metal.



Upgrades and Enhancements

Although the UCASF does not issue MCA upgrades or ammo enhancements, you may run across these during your mission. Reports from the surface include evidence of experimental, high-speed shell casings and radical, new body armor.





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